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21 The interdisciplinary study of coordination
Thomas W. Malone, Kevin Crowston
March 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 1

Full text available: 📄 pdf(584.94 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

This survey characterizes an emerging research area, sometimes called coordination theory, that focuses on the interdisciplinary study of coordination. Research in this area uses and extends ideas about coordination from disciplines such as computer science, organization theory, operations research, economics, linguistics, and psychology. A key insight of the framework presented here is that coordination can be seen as the process of managing dependencies ...

Keywords: computer-supported cooperative work, coordination, coordination science, coordination theory, groupware

22 Compression using efficient multicasting
Micah Adler, Tom Leighton
May 1999 **Proceedings of the thirty-second annual ACM symposium on Theory of computing**
Full text available: 📄 pdf(1.07 MB)   Additional Information: full citation, references, index terms

23 Power optimization of technology-dependent circuits based on symbolic computation of logic implications
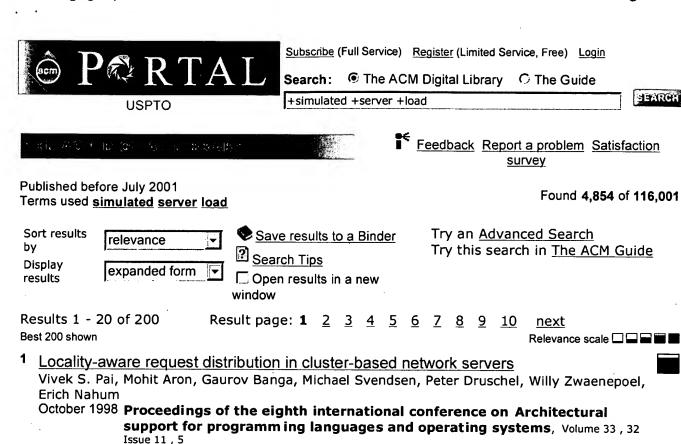R. Iris Bahar, Ernest T. Lampe, Enrico Macii
July 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 3

Full text available: 📄 pdf(229.92 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents a novel approach to the problem of optimizing combinational circuits for low power. The method is inspired by the fact that power analysis performed on a technology mapped network gives more realistic estimates than it would at the technology-independent level. After each node's switching activity in the circuit is determined, high-power nodes are eliminated through redundancy addition and removal. To do so, the nodes

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1 Locality-aware request distribution in cluster-based network servers   ∎
Vivek S. Pai, Mohit Aron, Gaurov Banga, Michael Svendsen, Peter Druschel, Willy Zwaenepoel, Erich Nahum
October 1998 **Proceedings of the eighth international conference on Architectural support for programming languages and operating systems**, Volume 33 , 32 Issue 11 , 5

Full text available: 🅰 pdf(1.59 MB)   Additional Information: full citation, abstract, references, citings, index terms

We consider cluster-based network servers in which a front-end directs incoming requests to one of a number of back-ends. Specifically, we consider *content-based request distribution:* the front-end uses the content requested, in addition to information about the load on the back-end nodes, to choose which back-end will handle this request. Content-based request distribution can improve locality in the back-ends' main memory caches, increase secondary storage scalability by partitioning th ...

2 Performance tradeoffs for client-server query processing   ∎
Michael J. Franklin, Björn Thór Jónsson, Donald Kossmann
June 1996 **ACM SIGMOD Record , Proceedings of the 1996 ACM SIGMOD international conference on Management of data**, Volume 25 Issue 2
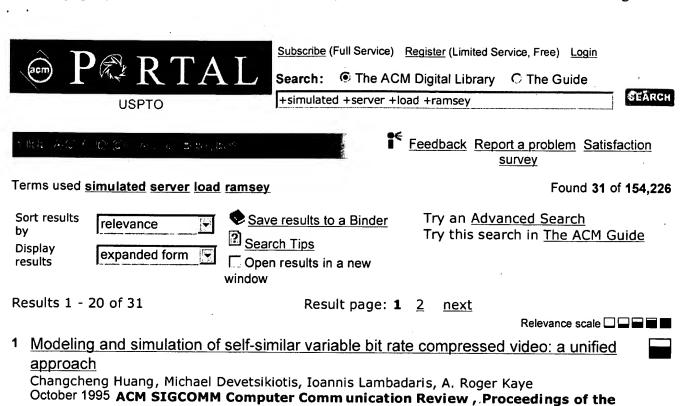
Full text available: 🅰 pdf(1.51 MB)   Additional Information: full citation, abstract, references, citings, index terms

The construction of high-performance database systems that combine the best aspects of the relational and object-oriented approaches requires the design of client-server architectures that can fully exploit client and server resources in a flexible manner. The two predominant paradigms for client-server query execution are data-shipping and query-shipping We first define these policies in terms of the restrictions they place on operator site selection during query optimization. We then investiga ...

3 Using speculation to reduce server load and service time on the WWW   ∎
Azer Bestavros
December 1995 **Proceedings of the fourth international conference on Information and knowledge management**

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1 Modeling and simulation of self-similar variable bit rate compressed video: a unified approach

Changcheng Huang, Michael Devetsikiotis, Ioannis Lambadaris, A. Roger Kaye

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available: 📄 pdf(1.06 MB)   Additional Information: full citation, abstract, references, citings, index terms

Variable bit rate (VBR) compressed video is expected to become one of the major loading factors in high-speed packet networks such as ATM-based B-ISDN. However, recent measurements based on long empirical traces (complete movies) revealed that VBR video traffic possesses *self-similar* (or *fractal*) characteristics, meaning that the dependence in the traffic stream lasts much longer than traditional models can capture.In this paper, we present a unified approach which, in addition to ...

2 On randomization in sequential and distributed algorithms

Rajiv Gupta, Scott A. Smolka, Shaji Bhaskar

March 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 1

Full text available: 📄 pdf(8.01 MB)   Additional Information: full citation, abstract, references, citings, index terms

Probabilistic, or randomized, algorithms are fast becoming as commonplace as conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated using 12 randomized algorithms—both sequential and distributed— that span a wide range of applications, including:primality testing (a classical problem in number theory), interactive probabilistic proof s ...

Keywords: Byzantine agreement, CSP, analysis of algorithms, computational complexity, dining philosophers problem, distributed algorithms, graph isomorphism, hashing, interactive probabilistic proof systems, leader election, message routing, nearest-neighbors problem, perfect hashing, primality testing, probabilistic techniques, randomized or probabilistic algorithms, randomized quicksort, sequential algorithms, transitive tournaments, universal hashing

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